



Particle 2D

(Particle 2D Editor)



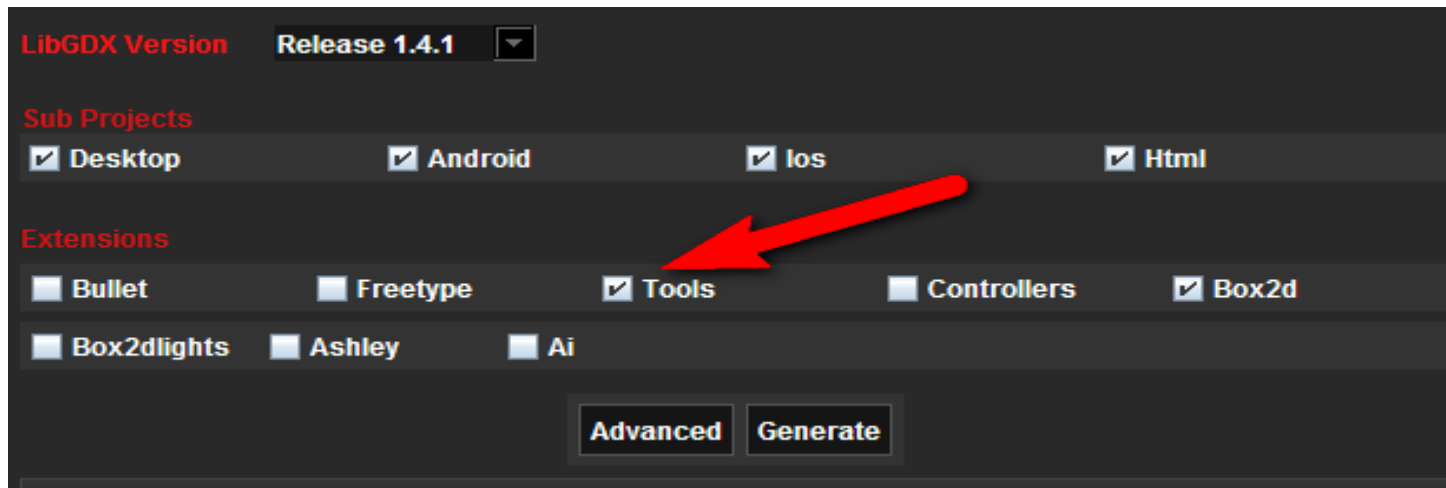
INTRODUCTION

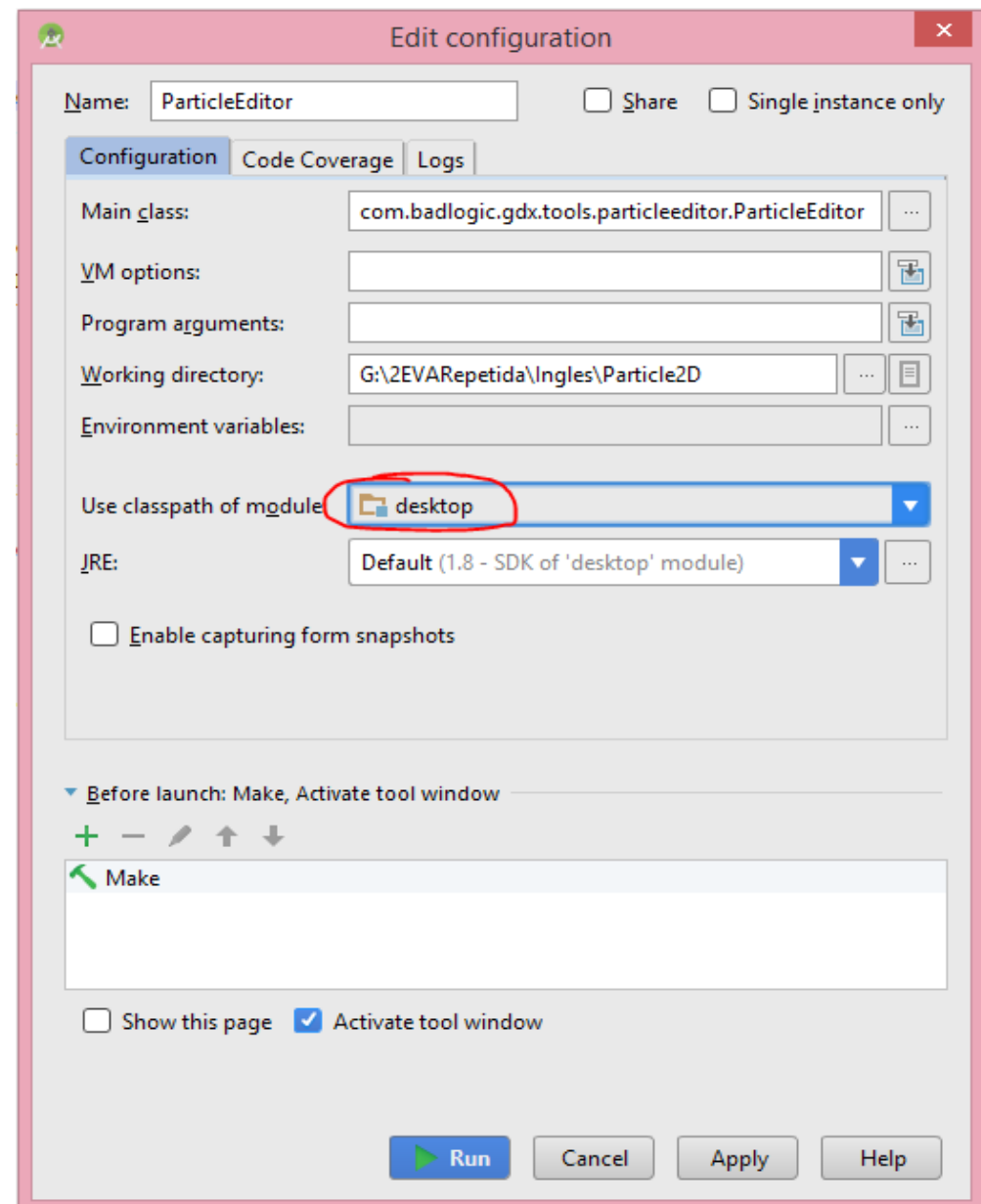
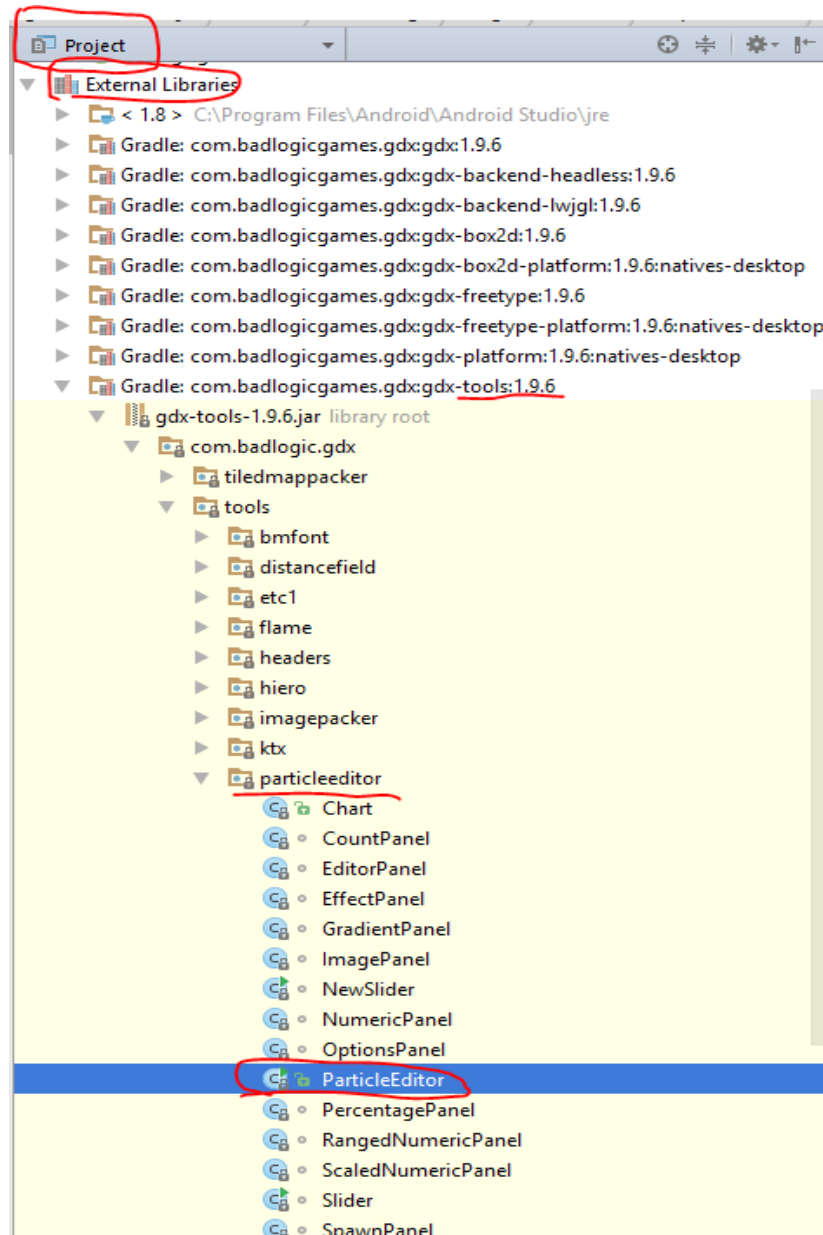
What Is Particle 2D Editor

Particle 2D Editor is a tool for design our animation 2D

What We Need?

Only we need execute Gdx runnable for create our project and check tools(Extensions)







BASIC IMPLEMENTATION

First Steps

- Step 1: Create a object instance and initialize

```
private ParticleEffect particle = new ParticleEffect();
```

- Step 2: Load the ParticleEffect in show() method

```
particle.load(  
    Gdx.files.internal("ParticleFileName"), Gdx.files.internal(""));
```

- Step 3: Positioning ParticleEffect and start it in show() method

```
particle.getEmitters.first.setPosition(  
    Gdx.graphics.getWidth() / 2, Gdx.graphics.getHeight() / 2);  
particle.start();
```



- Step 4: Drawing the ParticleEffect

```
particle.update(delta);  
batch.begin();  
particle.draw(batch);  
batch.end;
```